2. (Currently Amended) A hardware computing machine, which will be referred to as an

Effector machine, comprising:

(a) a collection of hardware computing elements, which will be referred to as Effectors,

       that are each communicatively coupled to at least one other Effector; and

(b) a machine architecture that

       adjusts how the Effectors behave, and

       adjusts how information is transmitted from one Effector to another Effector;

             wherein a subset of said Effectors is configured to receives information

             from a Static program.

5. (Currently Amended) A system comprising a computer readable medium storing

       thereon one or more instructions that constitute an input interpreter for designing

       at least:

       a hardware computing machine, which will be referred to as an Effector machine,

             including at least

             (a) a collection of hardware computing elements, which will be referred to

                 as Effectors, that are each communicatively coupled to at least one

                 other Effector, and

             (b) a machine architecture that

                 adjusts how the Effectors behave, and

                 adjusts how information is transmitted from one Effector to

                     another Effector; and

the input interpreter outputs a software Effector machine, which is a design for the

hardware Effector machine; and

wherein a subset of said Effectors receives information from a Static or Meta program.

11. (Currently Amended) The machine of claim 10 wherein the machine is for running a

the Meta program, that which changes, over time, one or more properties

associated with one or more of said Effectors, the Meta program being a sequence

of sets, each set being a list of values of parameters of Effectors, and each list of

values having the parameters,

the machine including at least a portion for receiving the Meta program and for

converting the Meta program into input for that machine.

14. (Currently Amended) A method comprising designing a machine, at least by evolving

a graph representing the machine to produce a design of the machine,

the machine being a hardware computing machine, which will be referred to as an

Effector machine, including at least

(a) a collection of hardware computing elements, which will be referred to as

Effectors, that are each communicatively coupled to at least one other

Effector; and

(b) a machine architecture that

adjusts how the Effectors behave, and

adjusts how information is transmitted from one Effector to another Effector;

> wherein a subset of said Effectors receives information from a Static or
>
> Meta program.

23. (Currently Amended) A method, comprising: providing a hardware computing

machine, which will be called an Effector machine, by at least

(a) providing a collection of hardware computing elements, which will be referred to as

 Effectors,

(b) communicatively coupling each Effector of the collection to at least one other

 Effector;

(c) providing a machine architecture that, while the machine is running,

 adjusts how Effectors behave, and

 adjusts how information is transmitted from one Effector to another Effector;

the method further comprising designing said machine architecture by at least evolving a

graph associated with the machine architecture;

wherein a subset of said Effectors receives information from a Static or Meta program.

27. (Currently Amended) The method of claim 26, wherein the dynamic machine is for

running the Meta program, that which changes, over time, one or more properties

associated with one or more of the Effectors, the Meta program being a sequence of sets,

each set being a list of values of parameters of Effectors, and each list of values having

the parameters in a set order, the machine including at least a portion for receiving the

Meta program and converting the Meta program into input for the machine.

37. (Currently Amended) A hardware computing machine, which will be referred to as

an Effector machine, comprising:

(a) a collection of hardware computing elements, which will be referred to as Effectors,

    that are each communicatively coupled to at least one other Effector; and

(b) a machine architecture that

    adjusts how the Effectors behave and

adjusts how information is transmitted from one Effector to another Effector; wherein a

subset of said Effectors ~~are configured to~~ receives information from a Meta program, the

Meta program being a sequence of sets, each set being a list of values of parameters of

Effectors.

48. (Currently Amended) The machine of claim 37, further comprising an input

interpreter for designing at least ~~the~~ a Meta program for the Effector machine, the Meta

program being a sequence of sets, each set being a list of values of parameters of

Effectors.

49. (Currently Amended) The machine of claim 10 wherein the machine is for running a

Meta program, ~~that~~ which changes, over time, one or more properties of said machine,

the Meta program being a sequence of sets, each set being a list of values of parameters

of Effectors, the machine including at least a portion for receiving the Meta program and

converting the Meta program into input for that machine.

51. (Currently Amended) The method of claim 23 wherein a-the subset of said Effectors, called Input Effectors, are for receiving information from a-the Static program.

52. (Currently Amended) The method of claim 23 wherein a-the subset of said Effectors, called Input Effectors, are for receiving information from a-the Meta program, the Meta program being a sequence of sets, each set being a list of values of parameters of Effectors.

53. (Currently Amended) The method of claim 23 wherein the Effector machine is a first Effector machine, athe subset of said Effectors, called Input Effectors, are for receiving information from an external environment;

the Input Effectors are for receiving information from a second Effector machine;

the Input Effectors are for receiving information from a-the Static program; and

the Input Effectors are for receiving information from a-the Meta program, the Meta

program being a sequence of sets, each set being a list of values of parameters of

Effectors.

54. (Currently Amended) The method of claim 26 wherein the dynamic machine is for running a-the Meta program, that-which changes, over time, a threshold associated with one or more Effectors, the Meta program being a sequence of sets, each set being a list of values of parameters of Effectors.

55. (Currently Amended) The method of claim 26 wherein the dynamic machine is for running a the Meta program. that which changes, over time, a refractory period associated with one or more Effectors, the Meta program being a sequence of sets, each set being a list of values of parameters of Effectors.

56. (Previously Presented) The method of claim 26 wherein the dynamic machine is for running a the Meta program, that which changes, over time, a pulse amplitude associated with two or more Effectors, the Meta program being a sequence of sets, each set being a list of values of parameters of Effectors.

57. (Previously Presented) The method of claim 26 wherein the dynamic machine is for running a the Meta program, that which changes, over time, a pulse width associated with two or more Effectors, the Meta program being a sequence of sets, each set being a list of values of parameters of Effectors.

58. (Previously Presented) The method of claim 26 wherein the dynamic machine is for running a the Meta program, that which changes, over time, a transmission time associated with two or more Effectors, the Meta program being a sequence of sets, each set being a list of values of parameters of Effectors.

Cancel claim 60.

61. (Currently Amended) A method, comprising forming a hardware computing machine by at least:

(a) providing a collection of hardware computing elements, which will be referred to as Effectors,

(b) providing a machine architecture that

~~determines~~ adjusts how Effectors behave, and

~~determines~~ adjusts how information is transmitted from one Effector to another Effector;

(c) communicatively coupling ~~configuring~~ each Effector of the collection ~~to be communicatively coupled~~ to at least one other Effector, and

(d) ~~configuring~~ wherein a portion of the hardware computing machine ~~for receiving input~~ running a Meta program that sets values for one or more parameters of individual Effectors from the collections of Effectors, the one or more parameters including a time at which information is transmitted from the individual Effectors to another of the individual Effectors.

62. (Currently Amended) A hardware computing machine, which will be referred to as an Effector machine, comprising:

(a) a collection of hardware computing elements, which will be referred to as Effectors, each Effector of the collection being communicatively coupled to at least one other Effector;

(b) a machine architecture that, while the hardware computing machine is running

~~determines~~ adjusts how the Effectors behave and